

TOEI ANIMATION

www.toei-anim.co.jp



Become a leader in initiating creations which provide
Become No.1 in the animation business as the heart
Set the standard for digital image production



Chairman

Tsutomu TOMARI

Nearly half a century has passed since Toei Animation Co., Ltd. was first established in 1956. During that time, we have produced many celebrated works ranging from feature films such as "The White Snake" and "Puss 'N Boots", to TV series starting from "Ken, the Wild Boy" on to "Dragon Ball", "Sailor Moon", "Digimon Adventure" and "One Piece". There is no greater joy for us as an animation production company than to see children who grew up watching our works become parents and have their children in turn, enjoying our creations as well.

Recently, the film market has begun moving greatly towards digitalization, internationalization, and diversity in the media. While making use of the latest digital film technology, we have been creating over 250 episodes each year. The content in our possession come to a total of approximately 8,300 episodes, which accounts for about 4,100 hours. The 21st century is to be an "age of creative ability and the possession of film resources". Therefore, the ability to create high-quality content that can be accepted internationally, and the power to place owned works into full use will become the dynamic forces that will be pulling the IT society of the 21st century along.

With the largest number of film resources in Japan, and one of the leading numbers of titles in the world, the time has come for us to fully exercise our strengths. We have come to be recognized as "Toei Animation of the World". As the leading company in the animation industry, and as the first animation company to be publicly listed on the JASDAQ stock exchange, we hope to continue to deliver dreams and aspirations through our animation works to the people of the world.

dreams and aspirations to children all over the world of the 21st century film industry



President

Hiroshi TAKAHASHI

In a time where the numbers of animation programs are increasing at the same time the number of children are decreasing, there is bound to be competition between Animation Companies.

In this age, Toei Animation will aim to maintain and develop our position as the leading company in the animation industry with the "ABCDE Plan".

- A. American Market
- B. Broadband business
- C. Computer graphic (CG) production
- D. DVD business
- E. E-commerce business

While making use of the latest digital film technology, including computer graphics, we create over 250 episodes a year, and have succeeded in digitizing our immense stock of titles. The positive business performance that we have been getting in the 21st century can be said to be a result of the success of the DVD sales of our past work including "Dragon Ball Z", and our business in the American Market, which is said to be the biggest digital market in the world.

Along with the establishment of Toei Animation Incorporated in the United States to further expand our overseas business, we will also aim to improve the content of service in the fields of broadband film distribution and e-commerce, whose future growth has been forecasted.

In the digital age in which new things soon become old, our foundation of management is the same as in the analog era. The general policy of "proposing better plans, completing better works, drawing in more customers, and producing more business chances" will never change. Toei Animation will continue creating high quality works and expand business chances in each field of ABCDE, to take flight as a true global animation company.

TOEI ANIMATION Unfolds the Leading

World-Class ability to Plan and Produce

Creating Content as a Hit-Maker

- A Powerful Planning and Production Staff
- Full Digitalization of Film Production
- Making Networks through System Construction

Incomparable Sales and Development Powers

Effective Application and Operation of the Rich Content in Our Possession

- The Top Runner in the Character Business
- Digitalization of All of Our Foremost Contents
- Dealing with Increasing Multi-Media and Pioneering New Enterprises

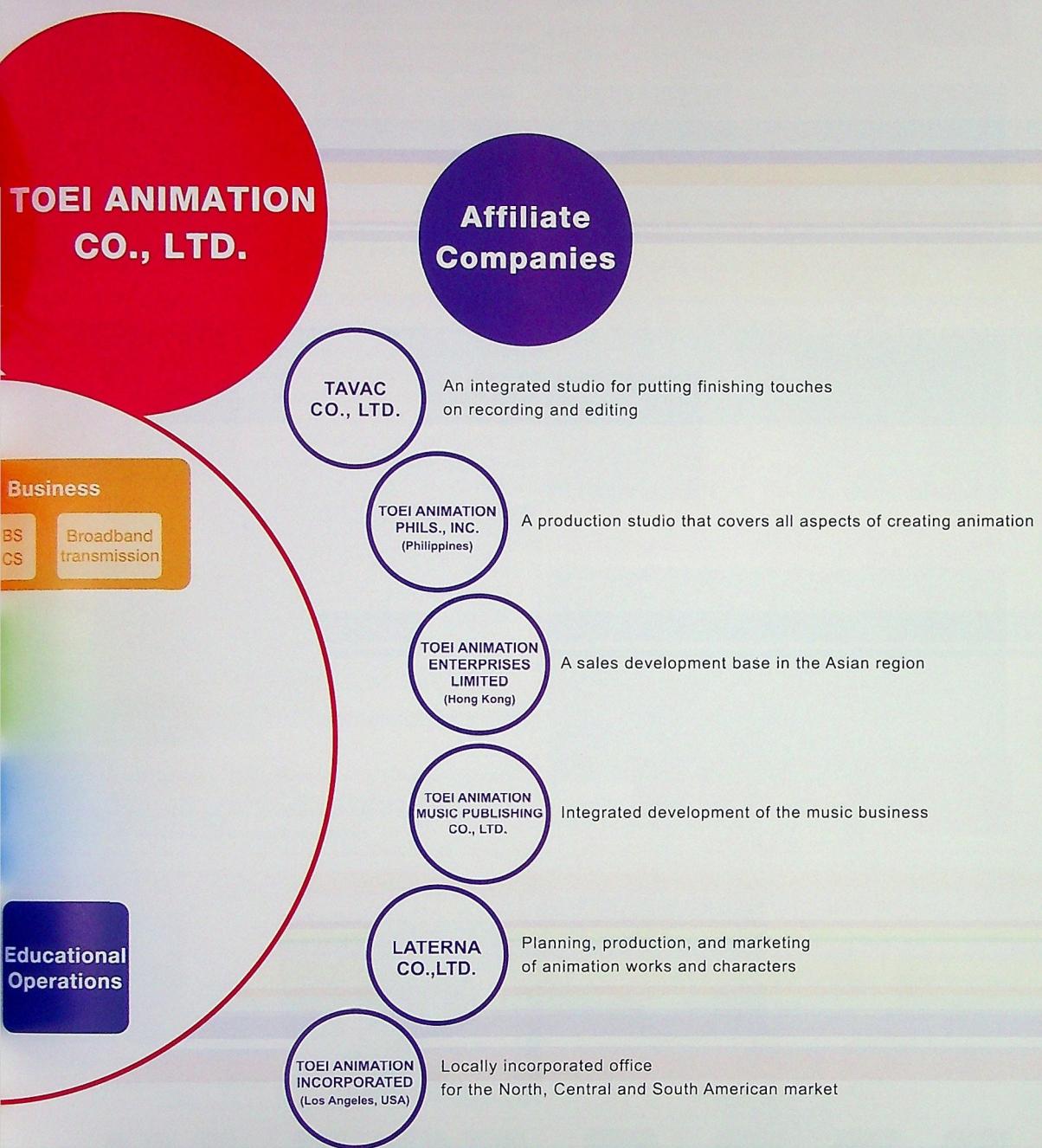
Animation That Runs Around the World

Developing the Same Enterprises in Markets throughout the World as within Japan

- Establishing a More Powerful Sales Foundation by Setting Up Locally Incorporated Companies
- Revolutionary Technological Development Strength That Triumphs Over Powerful International Competition
- Joint Productions with Overseas Ventures



Business in the Industry



WORLD-CLASS ABILITY TO PLAN AND PRODUCE

Toei Animation has been producing works of animation mainly for television series along with other types of work such as theatrical features and OVA.

With the rapid development of digitalization, we as the leading company in the animation industry, have been creating a standard for techniques in animation, centered on full digitalization and the use of networks.

Planning

1. Project Proposal

2. Script

Picture Creation

3. Picture Storyboard

4. Key Animation

5. Animation

6. Color Designations

9. Background

7. Coloring

8. Special Effects

10. Composing

Editing / Recording

11. Off-line Editing

12. Voice Recording

13. On-line Editing

14. Completion, Delivery of Materials

1. Project Proposal

A plan is written up after selecting and examining already existing works and studying original works.



2. Script

A story is put into writing based on the project's intention.

3. Picture Storyboard

The story, which has been put into writing from the script, is explained through simple pictures. This is the first step in visualization.

4. Key Animation

Based on the picture storyboard, the layout is decided for each cut on drawing paper, and pictures that will serve as the main points of the character's drama and action are drawn(key animation). Simultaneously, the timing of the dialogue and action are written onto time sheets.



5. Animation

In-between animators clean up the key animation and draw the pictures in between the series of key animation.

6. Color Designations



The colors of the characters and their various props are decided on.



7. Coloring

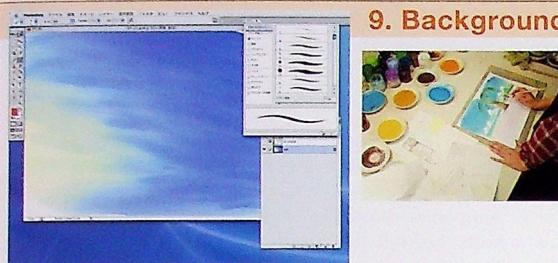


Colors are painted on to the digitalized animation picture.

8. Special Effects



Expressions that would be impossible to obtain from painting are added mainly through air-brushing.



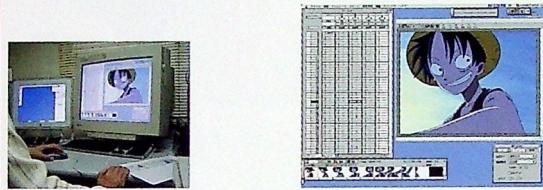
Based on the layout made by key animators, background artists draw in the background line art (background layout) and paint the background pictures on drawing paper in accordance with those line drawings.

9. Background



10. Composing

The colored characters, background, and CG are shot (composed) per cut in accordance with the time sheets.



11. Off-line Editing



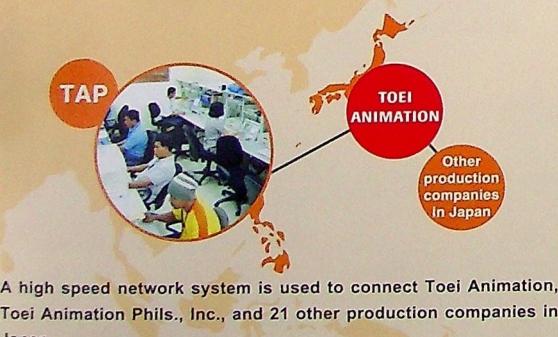
The filmed pictures and cuts are lined up in accordance with the picture storybook order, and the rhythm and tempo of the images for the film are coordinated.

12. Voice Recording (After-Recording/Dubbing)



The performances of the voice actors, the sound effects and BGM are recorded to match the edited image.

Rabbit (High Speed Network System for Digital Animation Production)



A high speed network system is used to connect Toei Animation, Toei Animation Phils., Inc., and 21 other production companies in Japan.

13. On-line Editing



The final recording of the image and sounds is done in a way that is appropriate for their usage.

14. Completion, Delivery of Materials



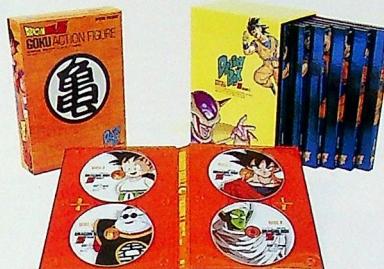
EXPANDING MEDIA, EXPANDING DREAMS

Toei Animation has chalked up quite a history since the theatrical release of the first Japanese-made full-length color animation feature, "The White Snake," in 1958. Our work currently numbers to more than 8,300 episodes, including TV series, theatrical films, Original Video Animation (OVA), and more. These titles continue to be loved by people throughout the world, regardless of nationality or age group.

With the audio-visual media continuing to rapidly diversify, each department is working close and in cooperation with each other to offer magnificent features of animation.

By digitalizing (Digital Beta cam) the original negatives of our swelling volume of film, we have been able to apply them to packaged media such as DVD (Digital Versatile Disk) software, broadcast media such as Broadcast Satellites (BS) and Communications Satellites (CS), and distribute image contents on mobile telephones and on broadband networks. We are always aware and ready to flexibly respond to the ever-expanding needs of the consumer.

DVD (Digital Versatile Disk)



DRAGONBALL Z



MAZINGER Z



SAINT SEIYA
THE HADES CHAPTER - SANCTUARY

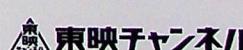


INTERLUDE
An OVA series aimed at a high target.



BS, CS (Broadcasting Satellite, Communication Satellite)

Toei Animation has been offering works to broadcasting media, other than those that use surface waves, such as BS and CS in order to have even more people enjoy the ever expanding collection of our works. Ranging from famous titles that are familiar to everyone to new pieces that can be seen only on BS or CS broadcasts, our high quality line up emotionally moves people regardless of generation.



TOEI CHANNEL



Super Bear

Script contest: Winner of the First Animax Grand Prix
Toei Animation cooperated in the production

CG Production



Promotion film used for Louis Vuitton stores



Computer-graphic images created with the latest equipment and technology used in diverse films and media.



"DEVILMAN" the movie

Primary Works within Toei Animation

- Images fused with 2D in theatrical works such as "One Piece" and "Saint Seiya".
- CG scenes used in the climax of TV series.

Primary Works for Other Companies

- Participation in the CG production of "Devil Man" the movie.
- Creation of the promotion film shown exclusively in Louis Vuitton stores.
- Creations of commercials and event-promotion films for Roppongi Hills (building complex in Tokyo).

Broadband Distribution

Amidst the definitely increasing population of Internet users, we have been taking full advantage of Toei Animation's line up of digitalized works in developing broadband distribution services. These include "Toei Animation BB", for people to enjoy our content on their PCs; "Toei Special Effects Anime Archives", a site linked with Toei's special effects heroes; "Magical Doremi Theater", a film distribution service for the very popular animation title "Magical Doremi"; "Play with Doremi", which presents educational content; "Galaxy Express 999", an Internet animation work created with Flash Animation.



Play with Doremi

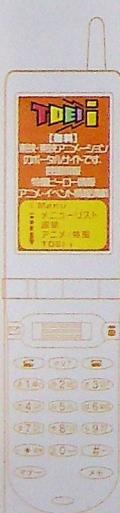


Magical Doremi Theater



"Galaxy Express 999"
an Internet animation work

Mobile Phone Content



We have been developing contents for three carriers (i mode, EZ web, Vodafone Live!), and 10 sites that offer geared services like ring tones from Toei Animation titles, stand-by screens, and more.

Home Page Operation <http://www.toei-anim.co.jp/>

We create, maintain, and operate Toei Animation's website pages.

This site contains not only BBS, but is also filled with contents allowing users to enjoy Toei Animation works, including weekly episode synopsis and updated information.



Online Shop



We sell works, mainly in DVD and VHS form, ranging from nostalgic pieces from the early period of animation to very popular pieces currently on air.

WITH TOEI CHARACTERS ANYTIME, ANYWHERE

Our company's creations always present characters that are up to date with the rapidly changing world.

They become trends and some even become social phenomena. In addition to characters from works currently broadcasted on television or being shown in theaters, we have many works that retain a deeply rooted popularity, even after the particular show has ended its run.

We have developed many of our popular characters into diverse types of merchandise such as toys, games, stationery goods, food products, clothing, and more. In this way, we hope to make it possible for fans to be with the characters they adore all the time.

Toy merchandise



Game software



Card Games and Trading Cards



Stationery



Daily use items



Apparel



Characters for Campaigns and Promotions

Characters from our animation titles are not only used in concrete merchandising but also in campaigns, sales promotion, corporate PR, and many more.



Food with toys



Products related to food and candy



Publications



CDs



Calendars



Character Shop



We have been developing our character shop, that assembles merchandise from popular works and offers them to fans.



Characters That Are Loved Beyond Generations



Everyone has memories treasured from their childhood. Nowadays memories of the past have become something inseparable from characters.

To rediscover the characters one adored in the past, and to enjoy the same characters with ones own children, have brought on character booms.

Our appealing characters continue to sparkle within the flow of time.

BRINGING EXCITEMENT TO THE WORLD

Ever since the establishment of this company, we have marketed our works with an emphasis on the international market. Starting from the hits of "UFO Robot Grendizer (Goldrak)" and "Candy Candy" in Europe in the 1970's, on to "Dragon Ball", "Sailor Moon", and "Digimon Adventure", we have created many titles that have become popular all over the world. Our titles have aired in over 100 countries and have captured the hearts of many animation fans. Along with the conventional licensing of television rights, video rights, theatrical rights, and merchandising rights, we plan to develop new businesses by focusing on new types of media, such as the mobile and internet business.

MAGICAL DOREMI



Examples of Broadcasting Countries	TV Stations
Mexico	TELEVISA
France	FOX KIDS
Italy	ITALIA 1
Spain	TELEMADRID
South Korea	MBC

Playing house is very popular in Korea.
Items such as play shopping and play doctor are also currently being sold.

ONE PIECE



Examples of Broadcasting Countries	TV Stations
France	MANGAS
Spain	TELECINCO
Hong Kong	ATV
Singapore	MEDIACORP TV12
South Korea	KBS

One Piece, which is currently broadcasted in Japan, is popular overseas as well.

DIGIMON



Examples of Broadcasting Countries	TV Stations
United States	ABC FAMILY
France	TF1
Scandinavia	FOX KIDS
South Korea	KBS
Chile	CHILEVISION

The number of Digimon merchandise spread all over the world is uncountable.

International Fairs



Toei Animation participates in major international trade shows for television programs such as MIP-TV and MIPCOM, which are held in France, and NATPE in the United States.

During these trade shows, the Toei Animation booth is visited by many television stations and distributors. As we introduce our films, we carefully investigate how our films can be developed to meet the needs and broadcasting standards in each country in order to license broadcasting rights, video rights, and merchandising rights. Trade fairs have become an important venue for spreading our creations around the globe.

(picture : MIPCOM, Cannes, France)

KINNIKUMAN 2ND GENERATION



1.5 inch miniature figures and card games are only available overseas.

Examples of Broadcasting Countries	TV Stations
United States	FOX BOX
Britain	CARTOON NETWORK
Brazil	FOX KIDS L.A.
Thailand	MCOT (9)
Hong Kong	HONG KONG CABLE TELEVISION

SAINT SEIYA



Broadcasting of this program was launched in the United States from autumn 2003.

Examples of Broadcasting Countries	TV Stations
United States	CARTOON NETWORK
France	AB1
Italy	ITALIA 1
Taiwan	STAR CHINESE CHANNEL
Brazil	CARTOON NETWORK

DRAGONBALL Z



DRAGONBALL products are very popular in the United States. When the dynamic Majin-Bu figure is opened it becomes a play set.



Examples of Broadcasting Countries	TV Stations
United States	CARTOON NETWORK
Mexico	TELEVISION
Germany	RTL2
India	CARTOON NETWORK
South Korea	SBS

WE PRODUCE SMILES IN CHILDREN!

We implement events where children can come into direct contact with the animation characters. Placing a smile on a child's face is our biggest challenge and our most important goal. Floor events with dynamic figures and sets, character shows with skits and music from animation programs, musicals, film production, and the marketing of original goods are just a few of the events we plan.

Space Events



ONE PIECE



DRAGONBALL Z



DIGIMONTAMERS



NADJA



Leiji MATSUMOTO Exhibition

To satisfy wide-ranging animation fans, we develop events like family-oriented floor events generally focused on popular characters and cultural events that contain the entirety of animation history.

Characters Shows



Character shows, where children can come into direct contact with popular TV characters, have been highly evaluated as the greatest entertainment for them.
Exhibition: two 30-minute shows per day

Musicals



Musical, "Sailor Moon"



Musical, "Magical Doremi"

The musical version of "Sailor Moon," which premiered in the summer of 1993 as a family-oriented musical, welcomed its eleventh year of performances in 2003. The musical, "Magical Doremi," launched performances in various parts of Japan in 2003.

Film Production

We produce and market original films geared for event sites at expositions, amusement parks, —activities that contribute to gathering people.



Goods Limited to Events

We conduct the planning and marketing of goods limited to event sites, which take advantage of the distinguishing features of Toei Animation characters.



RAISING FIRST-RATE CREATORS WHO WILL SHOULDER THE NEXT GENERATION

The Toei Animation Institute is a school for fostering the top creators of the next generation. The institute recruits research students who train for two years to become the next leading creator for not only Toei Animation but also for the entire animation industry, CG game industry, comic industry, and voice actor industry.

Taking advantage of the merits of being directly run by a production company, the curriculum is full of practical training using actual equipment used in the work scene.

Moreover, this section of Toei Animation corresponds to the research and development departments in other companies. Toei Animation is the only company in the animation industry with a division for prior investments.

Established Programs

Animation Program



- Animator course
- Character designer course
- Director / Producer course
- Art designer course
- Script writer course



Digital Animation Program



- 3D CG film director course
- 3D CG animator course
- 3D CG character designer course
- SFX designer course



Comic Art Program

- Cartoonist course



Voice Actor Program / Advanced Voice Actor Seminar

Voice Actor Sunday Course



Toei Animation Gallery



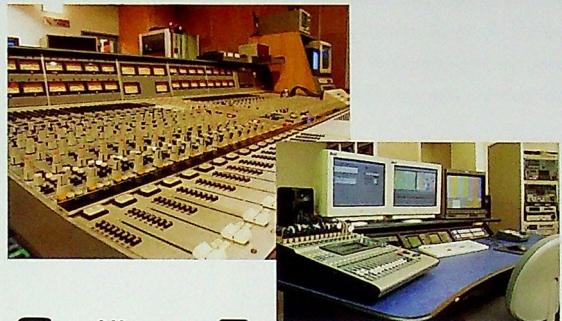
On display are materials from numerous well-known works produced during Toei Animation's half-century history and precious photographs that relate both the enthusiasm and lamentations of the staff members of the time.

EXPANDING OPERATIONS BY STRENGTHENING OUR GROUP'S POWER

Toei Animation has been consistently developing planning, production, marketing, and licensing businesses, and overseas operations.

We plan to expand operations further in the future through joint efforts with our group companies.

TAVAC CO., LTD.



タバック

TAVAC CO., Ltd.

Sato Bldg., 1-5-2 Kita-Shinjuku, Shinjuku-ku, Tokyo 169-0074

TEL 81-3-3371-1135 FAX 81-3-3369-6801

When Toei Animation was established in 1956, TAVAC was launched as the section handling the recording of full-length animation features and CF productions. It was also in charge of the finishing touches on editing and technology. In 1973, TAVAC CO., LTD. was set up to hold the editing and recording sections.

TAVAC has four studios, including one that handles voice-recording and an MA room for putting the finishing touches on the video process. TAVAC is also fully equipped with a non-linear editing room, a preview room, and a positive/negative editing room as well.

TAVAC has also been expanding and developing its various production businesses by making all of the studios adaptable to digitalization, and working on the production of DVDs.

TOEI ANIMATION PHILS., INC.

TAP



TOEI ANIMATION PHILS., INC.

9th Floor, Cyber One Building No.11 East wood Avenue,
East wood City Cyberpark, E..Rodriguez Jr. Ave., Bagumbayan
Quezon City, Metro Manila, Philippines 1100

TEL 63-2 (421) 2146 FAX 63-2 (421) 2747

In 1986, this company got its start as a finishing work contractor studio of ITCA, which was a subsidiary of EEI (a construction company). In 1992, it became EEI-TOEI Animation Corp., a joint venture between EEI and Toei Animation; and in 1999, it became a 100% subsidiary of Toei Animation.

Toei Animation Phils has about 160 employees and carries out approximately 70% of the entire Toei Animation's workload in animation pictures, background, and the finishing processes.

TOEI ANIMATION ENTERPRISES LIMITED

TAE



TOEI ANIMATION ENTERPRISES LIMITED

29/F., China United Centre, 28 Marble Road,
North Point, Hong Kong

TEL 852-2(564)-1191 FAX 852-2(564)-3567

In 1997, Toei Animation established TOEI ANIMATION ENTERPRISES (TAE) as a joint venture and locally incorporated company in Hong Kong. TAE thereby began full-fledged business activities as a marketing base for the Asian region. From its very founding, TAE Hong Kong has contributed considerably to expanding Toei Animation's operations abroad by establishing very close relations with television stations in the region and local merchandise licensees. That, in turn, has enabled us to sell even more works abroad. Moreover, TAE takes advantage of the regional benefits of Southeast Asia as a manufacturing base for the products of the world. It also carries out service operations such as proposing promotion plans and introducing product manufacturers to clients around the world who hope to merchandize Toei Animation's characters. In this way, TAE conducts merchandise licensing operations that are a step ahead of others.

TOEI ANIMATION MUSIC PUBLISHING CO., LTD.



Futakami Bldg., 2F, 58 Yokodera-machi Shinjuku-ku, Tokyo 162-0831
TEL 81-3-5261-3288 FAX 81-3-5261-3952

Since its establishment in 2001, TOEI ANIMATION MUSIC PUBLISHING has been producing music, maintaining and managing rights for all of Toei Animation's works in general.

While simultaneously maintaining links with the music publishers connected with TV stations, manufacturing corporations, and productions, TOEI ANIMATION MUSIC PUBLISHING has been proceeding to make its own unique system for producing features that only an animation company is capable of.

In recent years, demands for new styles of business are increasing in the music industry, as seen in the sudden growth of the ring one melody business. By continuing to plan music albums based on animation music, placing effort into the excavation and training of talented vocalists, and by participating and cooperating with various industries besides the animation industry, TOEI ANIMATION MUSIC PUBLISHING will continue to pursue its search for the expansion of a new film music business.

LATERNA CO., LTD.



Futakami Bldg., 2F, 58 Yokodera-machi Shinjuku-ku, Tokyo 162-0831
TEL 81-3-2361-7608 FAX 81-3-5261-3703

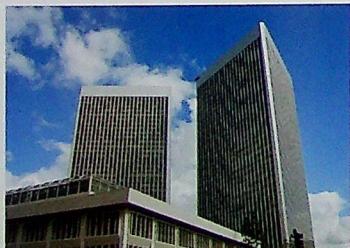
LATERNA CO., LTD. was established in 2002, with the objective of realizing wide-ranging plans.

A corporation that goes beyond genres, LATERNA offers a venue allowing creators to manifest their talents to the maximum. Its diverse means of procuring financial resources makes it possible to take up challenges with works that would be difficult to do with only one's own funds.

Pioneering new spheres has had a good influence on the synergic effects with Toei Animation.

TOEI ANIMATION INCORPORATED

TAI



TOEI ANIMATION INCORPORATED

2029 Century Park East, Suite #422
Los Angeles, CA 90067 USA
TEL 310-226-7602 FAX 310-226-7616
www.toei-anim.co.jp/english

TOEI ANIMATION has been distributing its popular Japanese Animation films and derivative character licensing through local partners all over American regions for over 13 years. In March 2004, TOEI ANIMATION decided to expand its business opportunities with incorporation of TOEI ANIMATION INCORPORATED.

TOEI ANIMATION INCORPORATED provides hands on involvements on on-going film distributions as well as character licensing over Pan-American market to stimulate the markets in corporation with its local partners.

Naturally, DVD, broadband and mobile distribution are plugged-in factors in our business plan.

TOEI ANIMATION INCORPORATED also takes the significant role to create new businesses, such as US-Japan cross marketing/co-production with US partners, namely TV stations, animation studios, advertising agencies, toy manufacturers, publishing companies and any other potential partners.

LIST OF TV WORKS

Our Content Library, Which Has Been Giving Off an Even Greater Glow in the Digital Age

TOEI ANIMATION possesses the greatest number of titles in Japan, and one of the leading numbers of titles in the world (approximately 8,300 episodes accounting for about 4,100 hours).

Entering a full-fledged digital era, Toei Animation's big titles are sure to be racing around the world.



LIST OF TV WORKS



LULU, THE FLOWER ANGEL
1979. 2 – 1980. 2



KING ARTHUR
1979. 9 – 1980. 3



LALABEL, THE MAGIC GIRL
1980. 2 – 1981. 2



GENKI, THE BOY CHAMP
1980. 7 – 1981. 4



HELLO, SANDYBELL
1981. 3 – 1982. 2



DR.SLUMP ARALE-CHAN
1981. 4 – 1986. 2



TIGER MASK II
1981. 4 – 1982. 1



ASARI-CHAN
1982. 1 – 1983. 2



PATALLIRO
1982. 4 – 1983. 5



THE PUMPKIN WINE
1982. 7 – 1984. 8



LOVE IN ROCK'N'ROLL
1983. 3 – 1984. 1



KINNIKUMAN
1983. 4 – 1986. 10



STOP !! HIBARI !
1983. 5 – 1984. 1



LITTLE BIG NOSE
1983. 5 – 1983. 10



WINGMAN
1984. 2 – 1985. 2



LITTLE MEMOLE
1984. 3 – 1985. 3



GU-GU GANMO
1984. 3 – 1985. 3



HOKUTO NO KEN
1984. 10 – 1988. 2



STEP JUN
1985. 3 – 1986. 1



MODERN KID
1985. 6 – 1985. 12



GE-GE-GE NO KITARO 3
1985. 10 – 1988. 3



MAPLE TOWN STORY
1986. 1 – 1987. 1



DRAGONBALL
1986. 2 – 1989. 4



SILVER FANG
1986. 4 – 1986. 9



IKKIMAN
1986. 4 – 1986. 11



SAINTE SEIYA
1986. 10 – 1989. 4



NEW MAPLE TOWN STORY
1987. 1 – 1987. 12



BIKKURIMAN
1987. 10 – 1989. 4



NINJA AKAKAGE
1987. 10 – 1988. 3



LADY ! LADY !
1987. 10 – 1988. 3



RAMENMAN
1988. 1 – 1988. 9



OTOKO JUKU
1988. 2 – 1988. 11



HELLO ! LADY LYNN
1988. 5 – 1989. 1



THE SECRETS OF AKKO-CHAN 2
1988. 10 – 1989. 12



NEW BIKKURIMAN
1989. 4 – 1990. 8



AKUMA-KUN
1989. 4 – 1990. 3



DRAGONBALL Z
1989. 4 – 1996. 1



SALLY, THE WITCH 2
1989. 10 – 1991. 9



KARIAGE-KUN
1989. 10 – 1990. 12



FURIOUS ATARO 2
1990. 4 – 1990. 12



MAGICAL TALULUTO
1990. 9 – 1992. 5



GOLDFISH FORCAST
1991. 1 – 1992. 2



GOLDBANG
1991. 2 – 1992. 1



KINNIKUMAN 2
1991. 10 – 1992. 9



THE GREAT ADVENTURE OF DAI
1991. 10 – 1992. 9



SAILORMOON
1992. 3 – 1993. 2



SUPER BIKKURIMAN
1992. 5 – 1993. 4



SAILORMOON R
1993. 3 – 1994. 3



GHOST SWEEPER MIKAMI
1993. 4 – 1994. 3



SLAM DUNK
1993. 10 – 1996. 3



SHOOT !
1993. 11 – 1994. 12



MARMALADE BOY
1994. 3 – 1995. 9



SAILORMOON S
1994. 3 – 1995. 2



SHINKEN LEGEND
1994. 10 – 1994. 12

LIST OF TV WORKS



(data as of March 2004)

© HIKARI PRO., JIRO TSUNODA, MIZUKI PRO., TETSUYA CHIBA, FUJIO PRO., IKKI KAJIWARA, NAOKI TSUJI, KENTARO NAKAO, NOGUCHI PRO., KAJIWARA PRO., KOBOKO HANATO, CHISAO UMEMOTO, ISHIMORI PRO., DYNAMIC PLANNING, TEZUKA PRO., KODANSHA, FUJITELEVISION, KYOKO MIZUKI, YUMIKO IGARASHI, LEIJI MATSUMOTO, SHIRO JINBO, TV ASAHI, EIKO FUJIWARA, YU KOYAMA, MAKOTO SAKURAI, AKIRA TORIYAMA / SHUEISHA, MUROYAMA / SHOGAKUKAN, MINEO MAYA, HAKUSENSHA, MITSURU MIURA, KAORU TADA, YUDETAMAGO, HISASHI EGUCHI, TARO KABUTOMUSHI, MASAKAZU KATSURA, ASATSU DK, HOSONO, BURONSON, TETSUO HARA / COAMIX, YASUICHI OSHIMA, MASAHIDE MOTOHASHI, BIRD STUDIO, YOSHIHIRO TAKAHASHI, TANAMI, TAKAHASHI, MASAMI KURUMADA, LAD, NAS, YOKO HANABUSA, AKIRA MIYASHITA, MASASHI UEDA, TATSUYA EGAWA, NEKO NEKOBE, SANJO, INADA, SQUARE ENIX, NAOKO TAKEUCHI, PNP, TAKASHI SHINA, TAKEHIKO INOU, IT PLANNING, TSUKASA OSHIMA, WATARU YOSHIZUMI, ZM, HIROI, ASHIDA, AI YAZAWA, MAKURA, OKANO, YOKO KAMIO, ABC, YUKAKO IISAKA, SEIMARU AMAKI, YOZABURO KANARI, FUMIYA SATO, YTV, DENTSU, HARUKA WAKAO, REIZO FUKUNAGA, AKIHIKO MAESHIMA / POPURASHA, YUKIKO MATSUI / FUTABASHA, SHINJI ARAKI, ERIKO ONO, SACHIKO KASHIWABA, TAKEMARU SASAKI, KAZUKI TAKEHASHI, YUNA TANEMURA, AKIYOSHI HONGO, EIICHIRO ODA, IZUMI TODO, TOEI AG., MINENE SAKURANO, SAIFUMEI, YASUSHI HOSHINO / TETSUYA PRODUCTION COMMITTEE, BIRTHDAY, TATTLE PROJECT, HISAIKI ISHII / YAMADA PLANNING, TV TOKYO, VISUAL ARTS / KEY, JYUZO YAMASAKI, KENICHI KITAMI, MAKOTO RAIKU, YOKUSARU SHIBATA, HAKUSENSHA / NTV, VAP, YOSHIO SAWAI, HITOMIZA, MIYOKO MATSUYA, KEIKO TAKEMIYA, DAFT PUNK / LEIJI MATSUMOTO, AKIYOSHI HONGO, GEORGE AKIYAMA, NAOKO TAKEUCHI, ANIMAX, DEVILMAN PRODUCTION COMMITTEE, LONGSHOT / NEC INTERCHANNEL, HAPPINET PICTURES, 2004 TAKASHI MURAKAMI / KAIIKAIKI.

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Theatrical Feature Film List



THE WHITE SNAKE



THE ADVENTURES OF LITTLE SAMURAI



THE ENCHANTED MONKEY



THE ORPHAN BROTHER



SINBAD, THE SAILOR



LITTLE PRINCE & EIGHT-HEADED DRAGON



THE DOGGIE MARCH



GULLIVER'S SPACE TRAVEL



CYBORG 009



JACK AND THE WITCH



THE MADCAP ISLAND



FABLES FROM HANS CHRISTIAN ANDERSON



THE LITTLE HORSE PRINCE VALIANT



PUSS'N BOOTS



FLYING PHANTOM SHIP



NOBODY'S BOY



30,000 MILES UNDER THE SEA



TREASURE ISLAND



ALIBABA AND 40 THIEVES



THE RETURN OF PERO



GO GET THEM 0011



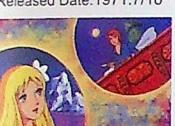
PANDA'S ADVENTURE



MAZINGER Z VS. DEVILMAN



YAEMON, THE LOCOMOTIVE



THE LITTLE MERMAID



PUSSIN BOOTS TRAVELS AROUND THE WORLD



THE WILD SWAN



THUMBELINA



TARO, THE DRAGON BOY



GALAXY EXPRESS 999



TWELVE MONTHS



TOWARDS THE TERRA



SWAN LAKE



THE DOOR TO THE SUMMER



THE DEVIL AND A PRINCESS



ADIEU, THE GALAXY EXPRESS 999



ALADDIN AND THE MAGIC LAMP



WANDERING CLOUD



DR. SLUMP



AESOP'S FABLES



HOKUTO NO KEN



THE GOLDEN BIRD



OTOKO JUKU



SAINTE SEIYA : THE LEGEND OF HOT BLOODED BOYS



DRAGONBALL Z : FIGHT 10 BILLION POWER WARRIORS



SAILORMOON R



SLAM DUNK : NATIONAL TOURNAMENT



GHOST SWEEPER MIKAMI



DRAGONBALL : THE WAY TO THE STRONGEST



THE FILE OF YOUNG KINDAICHI



DIGIMON ADVENTURE : OUR WAR GAME



INTERSTELLA 5555



SAINTE SEIYA - THE HEAVENS -overture-



ONE PIECE - THE CURSE OF THE SACRED SWORD

History of TOEI ANIMATION

Jan. '48 Est. NIHON DOGA CO., LTD. (Shinjuku-ku, Tokyo), animation production begins

Aug. '52 Company name changed to NICHIDO EIGA (FILM) CO.

Jul. '56 NICHIDO FILM CO. purchased by TOEI CO., and renamed TOEI DOGA CO.
Toei headquarters located in Kyobashi, Chuo-ku, Tokyo, with its production studio in Haramachi, Shinjuku-ku, Tokyo

Jan. '57 Production studio moved to Ohizumi, Nerima-ku, Tokyo

May '57 Completion of short animation film, "Little Kitty's Graffiti"

Oct. '58 Completion of full-length theatrical feature film, "The White Snake"

Sep. '60 TOEI CO.'s headquarters moved to Ginza, Chuo-ku, Tokyo

Nov. '63 Begin televising animation TV series, "Ken, the Wild Boy"

Nov. '66 "Gulliver's Space Travel," is released in the United States

Apr. '67 Color broadcasting launched from the 18th episode of the TV animation series "Sally the Witch"

Feb. '73 Establishment of TAVAC CO., LTD.

Mar. '73 Shinjuku Business Office established in Kita-Shinjuku, Shinjuku-ku, Tokyo

Jun. '73 Launch production orders overseas

Feb. '75 Launch sales abroad of TV animation films such as "Sally the Witch" and "Mazinger Z"

Aug. '79 First autonomous full-length theatrical feature film, "Galaxy Express 999," becomes a great hit

Mar. '80 Launch full-fledged research leading to animation production using computers

Apr. '81 Begin broadcasting the TV animation series "Dr. Slump/Arale-chan," Airs for 5 years and becomes a big hit.

Oct. '85 Introduction of a computer-controlled filming system in order to diversify and speed up film processing

Feb. '86 Begin broadcasting the TV animation series "Dragon Ball," which becomes a great hit.

Mar. '86 Begin production of our first Original Video Animation series, "Shonan Hot Riders"
Begin marketing autonomously produced game software, "Ken the Great Bear Fist" becomes a hit with sales over 450,000

Mar. '86 The TV animation series "Dragon Ball" wins the Prix d'Or in the French comic magazine Pif's Anime Grand Prix

Dec. '91 Completion of the CATAS (Computer Aided TOEI Animation System), computerized film production software

Mar. '92 Begin broadcasting the TV animation series "Sailor Moon", which becomes a great hit.

Nov. '92 Establishment of EEI-TOEI ANIMATION CORPORATION, a joint overseas production order company with EEI of the Philippines

Mar. '94 Shinjuku Business Office relocated to Yokodera-machi, Shinjuku-ku, Tokyo
Rename it to the Shinjuku Office

Apr. '95 Open the Toei Animation Institute in Kanda Suruga-dai, Chiyoda-ku, Tokyo

Mar. '96 Headquarters relocated to Yokodera-machi, Shinjuku-ku, Tokyo

Feb. '97 Launch digitalized production of TV series animation films using the CG software RETAS

Mar. '97 Investment in TOEI ANIMATION ENTERPRISES LTD.

Jan. '98 Make EEI-TOEI ANIMATION CORPORATION a subsidiary company

Jul. '98 Capital participation (8.5% financing) in ANIMAX BROADCASTING JAPAN CO., LTD.
which was established mainly by SONY LTD. and TOEI SATELLITE BROADCASTING CO., LTD. (16.7%) through financing by each company in the Toei group.

Oct. '98 Change company name to TOEI ANIMATION CO., LTD.

Jun. '99 Company headquarters relocated to Ohizumi, Nerima-ku

Apr. '00 EEI-TOEI ANIMATION CORPORATION's name changed to TOEI ANIMATION PHILS., INC.

May '00 Construction of a network system for material orders, used among 10 creative production companies

Oct. '00 Network system expanded from 10 companies to 21 companies
Construction of digitalized system using to tablets with liquid crystal screens developed by CELSYS CO., LTD.

Dec. '00 Get publicly listed on the JASDAQ Stock Exchange

Mar. '01 Establishment of TOEI ANIMATION MUSIC PUBLISHING CO., LTD. as a 100% subsidiary

Aug. '01 Change the unit number of stock from 1,000 to 100 (effective from Oct. '01)

Oct. '01 Investment (8.25% financing) in DAIWON DIGITAL BROADCASTING, LTD., a satellite broadcasting company in Korea specializing in animation

Jul. '02 Establishment of LATERNA CO., LTD. as a 100% subsidiary

Mar. '03 Open the Toei Animation Gallery

Mar. '04 Establishment of TOEI ANIMATION INCORPORATED



Company Headquarters (Ohizumi Studio)



Shinjuku Office



Toei Animation Institute

OUTLINE OF TOEI ANIMATION

Company's Name: TOEI ANIMATION CO., LTD.

Stock Market Listing: JASDAQ (code 4816)

Address: 2-10-5 Higashi Ohizumi, Nerima-ku, Tokyo 178-8567, Japan

Telephone: 81-3-3978-3111

Operations: Produces, markets, and licenses animation.
Carries out the same business overseas.

Operating capital: 2,867,000,000 yen

End of Fiscal Term: March 31

Gross Sales: 18,429,000,000 yen (consolidated)

Founding: July 1956

Number of employees: 240

(Data as of March 2003)

OFFICES

Company Headquarters / Studio 2-10-5 Higashi Ohizumi, Nerima-ku, Tokyo 178-8567

General Affairs Dept. Tel: 81-3-3978-3111 Fax: 81-3-3978-0133

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Internal Audit Dept. Tel: 81-3-3978-3111 Fax: 81-3-3978-3278

Production Dept. Tel: 81-3-3978-3115 Fax: 81-3-3978-2121

Digital Contents Dept. Tel: 81-3-3978-3192 Fax: 81-3-3978-3123

Shinjuku Office 58 Yokodera-machi, Shinjuku-ku, Tokyo 162-0831

Corporate Strategy Dept. Tel: 81-3-5261-7612 Fax: 81-3-5261-3957

General Affairs Dept. Tel: 81-3-5261-7612 Fax: 81-3-5261-3957

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Network Distribution Dept. Tel: 81-3-5261-7605 Fax: 81-3-5261-3869

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International Dept. Tel: 81-3-5261-7619 Fax: 81-3-5261-3875

Toei Animation Institute 1-2-5 Suruga-dai, Kanda, Chiyoda-ku, Tokyo 101-0062

Tel.: 81-3-5281-2730 Fax: 81-3-5281-2727

Affiliate Companies

TAVAC CO., LTD.

TOEI ANIMATION MUSIC PUBLISHING CO., LTD.

LATERNA CO., LTD.

TOEI ANIMATION PHILS., INC. (Philippines)

TOEI ANIMATION ENTERPRISES LIMITED (Hong Kong)

TOEI ANIMATION INCORPORATED (Los Angeles, USA)





TOEI ANIMATION CO., LTD.